

This Page Is Inserted by IFW Operations
and is not a part of the Official Record

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images may include (but are not limited to):

- BLACK BORDERS
- TEXT CUT OFF AT TOP, BOTTOM OR SIDES
- FADED TEXT
- ILLEGIBLE TEXT
- SKEWED/SLANTED IMAGES
- COLORED PHOTOS
- BLACK OR VERY BLACK AND WHITE DARK PHOTOS
- GRAY SCALE DOCUMENTS

IMAGES ARE BEST AVAILABLE COPY.

**As rescanning documents *will not* correct images,
please do not report the images to the
Image Problem Mailbox.**

WHAT IS CLAIMED IS:

1. A communication system for acquiring information required for proceeding with a game played in a game arcade from a predetermined guest playing the game and outputting thus acquired information to a manager for managing the game,

the communication system comprising:

transmitting means, disposed in the game arcade, for transmitting instruction information indicative of an instruction to transmit the information required for proceeding with the game to a communication terminal of the guest; and

information acquiring means for acquiring information required for proceeding with the game according to the instruction information in the communication terminal.

2. A communication system according to claim 1, wherein the communication terminal comprises display means for displaying a predetermined information item according to the instruction information, and input means for causing the guest to input information required for proceeding with the game according to the predetermined information item displayed on the display means.

3. A communication system according to claim 1, wherein the communication terminal comprises card reading means for reading guest-specific information specifying the guest stored in a predetermined guest card.

4. A communication system for a game using a game board provided with a plurality of pockets adapted to receive a game medium introduced, each pocket bearing an identifier, a predetermined guest using a gaming device for causing any of the pockets to receive the game medium and anticipating the identifier of the pocket; the communication system acquiring from the guest the identifier of the pocket expected to receive the game medium before the game medium is introduced to the game board and outputting the identifier to a manager for managing the game;

the communication system comprising:

managing means, disposed in a game arcade where the game is played, for

determining whether the game medium is about to be introduced to the game board;

transmitting means, disposed in the game arcade, for transmitting information managed by the managing means and instruction information indicative of an instruction to transmit the identifier of the pocket expected to receive the game medium to a communication terminal disposed in the guestroom in an accommodation facility;

display means, disposed in the guestroom of the accommodation facility, for displaying information indicating that the game medium is about to be introduced to the game board and the instruction information according to information managed by the managing means;

information acquiring means, disposed in the guestroom of the accommodation facility, for acquiring the identifier of the pocket expected to receive the game medium inputted by the guest and guest-specific information for specifying the guest according to the display effected by the display means; and

output means, disposed in the game arcade, for outputting the information acquired by the information acquiring means to the manager.

5. A communication system according to claim 4, wherein the communication terminal comprises communication means for transmitting the identifier of the pocket expected to receive the game medium inputted by the guest and the guest-specific information for specifying the guest as acquired by the information acquiring means.

6. A communication system according to claim 5, wherein transmission of information from the transmitting means to the communication terminal and the transmission of information from the communication means toward the game arcade are carried out via a local area network.

7. A communication system according to claim 4, wherein the guest-specific information is obtained by reading information specifying the guest stored in a predetermined guest card with at least card reading means disposed in the guestroom.

8. A communication system according to claim 7, wherein the card reading means is configured so as to be able to inscribe the predetermined guest card with a result of gaming transmitted from the game arcade.

9. A communication system according to claim 4, wherein the display means displays information indicating that an entry to the game is currently acceptable together with the information indicating that the game medium is about to be introduced to the game board.

10. A communication system according to claim 4, wherein the display means displays information indicating that the game medium is not about to be introduced to the game board.

11. A communication system according to claim 10, wherein the display means displays information indicating that the entry to the game is closed together with the information indicating that the game medium is not about to be introduced to the game board.

12. A communication system according to claim 4, wherein the guestroom of the accommodation facility is provided with input means for the guest to input the identifier of the pocket expected to receive the game medium.

13. A communication system according to claim 4, wherein the game is a roulette game.

14. A communication system for a game providing a predetermined guest with a plurality of game cards storing respective identification information items and then replacing any of the game cards, the communication system acquiring information required for proceeding with the game from the predetermined guest playing the game and outputting thus acquired information to a manager for managing the game;

the communication system comprising:

first information acquiring means for acquiring guest-specific information specifying a guest playing the game in relation to information indicating that the guest is in a game arcade where the game is played or information indicating that the

guest is in a guestroom of an accommodation facility;

second information acquiring means for acquiring the identification information items stored in the plurality of game cards in relation to positional information items indicative of the positions where the game cards are arranged for each guest-specific information;

first transmitting means for transmitting the identification information items of the plurality of game cards related to the guest-specific information corresponding to the information indicating that the guest is in the guestroom and the positional information items respectively corresponding to the identification information items of the plurality of game cards to a communication terminal disposed in the guestroom where the guest stays;

second transmitting means for transmitting instruction information indicative of an instruction to transmit information concerning any of the game cards to the communication terminal if the game card is desired to be replaced;

third information acquiring means for acquiring the positional information item corresponding to the identification information item of one or a plurality of the game cards desired to be replaced by the guest in the identification information items of the plurality of game cards according to the instruction information in the communication terminal; and

output means, disposed in the game arcade, for outputting one or a plurality of positional information items acquired by the third information acquiring means to the manager.

15. A communication system according to claim 14, wherein the communication terminal comprises communication means for transmitting the positional information items corresponding to the identification information items of one or a plurality of the game cards desired to be replaced by the guest in the identification information items of the plurality of game cards as acquired by the third information acquiring means.

16. A communication system according to claim 14, wherein the guestroom

of the accommodation facility is provided with display means for displaying the identification information items of the plurality of game cards related to the guest-specific information corresponding to the information indicating that the guest is in the guestroom and the positional information items corresponding to the identification information items of the plurality of game cards transmitted to the communication terminal.

17. A communication system according to claim 15, wherein the transmission of information from the transmitting means to the communication terminal and the transmission of information from the communication means toward the game arcade are carried out via a local area network.

18. A communication system according to claim 14, wherein the guest-specific information is obtained by reading information specifying the guest stored in a predetermined guest card with at least card reading means disposed in the guestroom.

19. A communication system according to claim 18, wherein the card reading means is configured so as to be able to inscribe the predetermined guest card with a result of gaming transmitted from the game arcade.

20. A communication system according to claim 14, wherein, when any of the game cards is desired to be replaced, the display means displays instruction information indicating an instruction to input information concerning the game card desired to be replaced.

21. A communication system according to claim 14, wherein the guestroom of the accommodation facility is provided with input means for inputting the positional information item corresponding to one or a plurality of the game cards desired to be replaced by the guest.

22. A communication system according to claim 14, wherein the identification information of each game card is stored in an IC tag incorporated in the game card.

23. A communication system according to claim 14, wherein the game is a

poker game.

24. A communication system for acquiring information required for proceeding with a game played in a game arcade from a predetermined guest playing the game and outputting thus acquired information to a manager for managing the game;

the communication system comprising first and second communication system functions;

the first communication system function being employed for a first game using a game board provided with a plurality of pockets adapted to receive a game medium introduced, each pocket bearing an identifier, a predetermined guest using a gaming device for causing any of the pockets to receive the game medium and anticipating the identifier of the pocket, the first communication system function acquiring from the guest the identifier of the pocket expected to receive the game medium before the game medium is introduced to the game board and outputting thus acquired identifier to a manager for managing the first game;

the second communication system function being employed for a second game providing the predetermined guest with a plurality of game cards storing respective identification information items and then replacing any of the game cards, the second communication system function acquiring information required for proceeding with the game from the predetermined guest playing the second game and outputting thus acquired information to a manager for managing the second game;

the guestroom of an accommodation facility where the guest stays being provided with setting input means for the guest to input whether the first or second communication system function is used for playing the games, any of the first and second communication system functions being operated according to the input from the setting input means.

25. A communication system for acquiring information required for proceeding with a game played in a game arcade from a predetermined guest playing the game and outputting thus acquired information to a manager for managing the

game;

the communication system comprising:

a transmitter, disposed in the game arcade, for transmitting instruction information indicative of an instruction to transmit the information required for proceeding with the game to a communication terminal of the guest; and

an information acquiring device for acquiring information required for proceeding with the game according to the instruction information in the communication terminal.

26. A communication system for a game using a game board provided with a plurality of pockets adapted to receive a game medium introduced, each pocket bearing an identifier, a predetermined guest using a gaming device for causing any of the pockets to receive the game medium and anticipating the identifier of the pocket; the communication system acquiring from the guest the identifier of the pocket expected to receive the game medium before the game medium is introduced to the game board and outputting thus acquired identifier to a manager for managing the game;

the communication system comprising:

a managing device, disposed in a game arcade where the game is played, for determining whether the game medium is about to be introduced to the game board or not;

a transmitter, disposed in the game arcade, for transmitting information managed by the managing device and instruction information indicative of an instruction to transmit the identifier of the pocket expected to receive the game medium to a communication terminal disposed in the guestroom in an accommodation facility;

a display device, disposed in the guestroom of the accommodation facility, for displaying information indicating that the game medium is about to be introduced to the game board and the instruction information according to information managed by the managing device;

an information acquiring device, disposed in the guestroom of the accommodation facility, for acquiring the identifier of the pocket expected to receive the game medium inputted by the guest and guest-specific information for specifying the guest according to the display effected by the display device; and

an output device, disposed in the game arcade, for outputting the information acquired by the information acquiring device to the manager.

27. A communication system for a game providing a predetermined guest with a plurality of game cards storing respective identification information items and then replacing any of the game cards, the communication system acquiring information required for proceeding with the game from a predetermined guest playing the game and outputting thus acquired information to a manager for managing the game;

the communication system comprising:

a first information acquiring device for acquiring guest-specific information specifying a guest playing the game in relation to information indicating that the guest is in a game arcade where the game is played or information indicating that the guest is in a guestroom of an accommodation facility;

a second information acquiring device for acquiring the identification information items stored in the plurality of game cards in relation to positional information items indicative of the positions where the game cards are arranged for each guest-specific information;

a first transmitter for transmitting the identification information items of the plurality of game cards related to the guest-specific information corresponding to the information indicating that the guest is in the guestroom and the positional information items respectively corresponding to the identification information items of the plurality of game cards to a communication terminal disposed in the guestroom where the guest stays;

a second transmitter for transmitting instruction information indicative of an instruction to transmit information concerning any of the game cards to the

communication terminal if the game card is desired to be replaced;

a third information acquiring device for acquiring the positional information item corresponding to the identification information item of one or a plurality of the game cards desired to be replaced by the guest in the identification information items of the plurality of game cards according to the instruction information in the communication terminal; and

an output device, disposed in the game arcade, for outputting one or a plurality of positional information items acquired by the third information acquiring device to the manager.

28. A communication system for acquiring information required for proceeding with a game played in a game arcade from a predetermined guest playing the game and outputting thus acquired information to a manager for managing the game;

the communication system comprising first and second communication system devices;

the first communication system device being employed for a first game using a game board provided with a plurality of pockets adapted to receive a game medium introduced, each pocket bearing an identifier, a predetermined guest using a gaming device for causing any of the pockets to receive the game medium and anticipating the identifier of the pocket, the first communication system device acquiring from the guest the identifier of the pocket expected to receive the game medium before the game medium is introduced to the game board and outputting thus acquired identifier to a manager for managing the first game;

the second communication system device being employed for a second game providing the predetermined guest with a plurality of game cards storing respective identification information items and then replacing any of the game cards, the second communication system device acquiring information required for proceeding with the game from the predetermined guest playing the second game and outputting thus acquired information to a manager for managing the second game;

the guestroom of an accommodation facility where the guest stays being provided with a setting input device for the guest to input whether the first or second communication system device is used for playing the games, any of the first and second communication system devices being operated according to the input from the setting input device.